



Werewolves And Villagers
Android application by Appropel
Instruction Manual v2.0



INTRODUCTION

Werewolves And Villagers is an Android adaption of the wildly popular "Werewolves" party game. The game is designed for a large group of players, most who play the role of ordinary villagers. However, a few of the players are secretly werewolves. This is a game of asymmetric information - the werewolves know who each other are, but the villagers do not! Players are eliminated through successive turns of night and day until one faction or the other is victorious.

REQUIREMENTS

- 4 or more players - the more the better. Up to 8 players are currently supported (this limitation is imposed by Google Play Game Services). Players should be in the same room as the social aspect of the game is very important.
- All devices must be running the same version of W&V
- All devices must be using the same wireless network, or have excellent 3G/4G connectivity

GETTING STARTED

One Android device will serve as the host for the game. This player should select "Host Game" from the initial screen. Unlike the traditional party game, which requires a non-playing moderator/narrator, the host will participate in the game just like any other player.

After selecting Host the app moves to the preferences screen. The host player has options to configure the game:

- Number of villagers: select the number of players that will be villagers.
- Number of werewolves: select the number of players that will be werewolves. As a rough guide use 1 werewolf for up to 6 total players and 2 werewolves for 7-8 players. Feel free to experiment and find the balance that works best for your group.
- Number of seers: the seer adds extra dynamics to the game by being able to spot the werewolves, but they are vulnerable!

After the preferences are set the host selects 'Invite Players' to move to the invitation screen. This screen is provided by Google Play Game Services and allows the host to invite other players from their Google+ circles. The host must invite a number of players equal to the number configured on the previous

screen. Once all players are invited the host should press the 'Play' button at the bottom of the screen to send out the invitations.

The other players should start Werewolves and Villagers and wait on the initial screen; a message will pop up when they receive the invitation to play. This is the fastest way to join the game. If the app is not already running the player will receive a notification from Google Games and will have to navigate to it in order to respond.

As a reminder, all players in the game should be present in the same physical room. The game of Werewolves is more than this app; it is a social game that involves closely studying other people's speech, emotions, and reactions. While playing the game remotely is possible it will likely not be satisfying.

A NOTE ABOUT SECRECY

The role that each player has in the game must be kept absolutely secret. Therefore, it is **strictly forbidden** for any player to see another player's screen at any time once the game has started. It is recommended that players keep their devices hidden at all times except when they are voting. Groups should set up their own rules to enforce proper gameplay.

THE NIGHT PHASE

Werewolves And Villagers is played in alternating phases of night and day. During the night, while the villagers peacefully sleep, the evil werewolves plot to kill an unsuspecting victim. Each werewolf is presented with a voting screen that lists all of the other game players and identifies whether they are a werewolf or a villager. The werewolves must *unanimously* select a target to kill. To vote, simply tap the name of the targeted player - the vote will be indicated via a pointing hand (or paw in the case of a wolf :)). A vote can be changed at any time while the phase is still in process. Once the werewolves have decided on a target, that player is killed and play moves to the Day phase. Werewolves cannot target each other or vote for themselves.

During the night phase the villagers will also be presented with a voting screen. Although their vote is meaningless, each villager must cast a vote to proceed. This is so that players cannot identify the werewolves solely by who is voting during the Night phase. Note that the wolves should try to select a target via other means before voting, so as not to give themselves away by "arguing" during the voting process. Groups are free to implement customized procedures for the Night vote - for example, all players could turn their backs while voting or even disperse into separate rooms.

The seer has a special power when voting at night. In the morning the truth about the selected player will be revealed, and the seer will know their role. To indicate which players have been “seen”, their icon and name will be highlighted in gold. The seer must try to convince the other players of what they know without openly giving away the fact that they are the seer (otherwise the wolves will immediately target that player the next night).

THE DAY PHASE

When the villagers discover that one of their own has been slaughtered, they clamor for justice. During the day all players vote on who should be lynched, and only a greater than 50% majority is required to settle upon a target. Voting works identically to how it did at night, with the addition that all players can see each other's votes. A shrewd player, by monitoring the pattern of votes, might be able to determine who the enemy is. Once a target has been selected, that player is lynched and is out of the game. Play then returns to the Night phase.

THE DAWN/DUSK PHASES

In between Night and Day are the brief phases of Dawn and Dusk. Here the game reports who was killed/lynched in the previous phase, and the living players must tap the ‘Proceed’ button in order to move forward.

GAMEPLAY

Groups are free to determine how long each phase will last before voting commences. Players may be seated around a table, or freely move about the room in order to converse. Werewolves is a game of disinformation; the wolves are trying to convince others that they are innocent and cast the blame elsewhere. Players should talk, debate, persuade, and act. Note that the werewolves could communicate through other channels such as text messages, passing notes, or anything else imaginable.

Once a player is dead they are forbidden to speak or communicate in any way until the game ends. When a player is lynched it will be revealed to the others whether that person was a wolf or a villager.

The night and day phases alternate until a winner emerges. If all werewolves are lynched, the villagers win. If the number of werewolves is at least equal to the number of villagers, the werewolves win. At either point the game is over and the app moves to a victory screen.

STARTING OVER

When the game has ended all players will be at the death or victory screens. Each player should press the 'Leave Game' menu option; a new game can then be started.

FUTURE DEVELOPMENT

A "quick restart" button will be implemented. Additional options will be added to configure the game for some of the most popular variants, and more roles will be available. Please let the developer know what is important to your group.

CREDITS

Programming - Kevin Roll / Appropel

The original Mafia game was invented by Dimitry Davidoff in 1986. The Werewolf variant was invented by Andrew Plotkin, who maintains a web page at <http://www.eblong.com/zarf/werewolf.html>.

SUPPORT

Please contact the developer at kroll@appropel.com with any problems, suggestions, or omissions. Appropel is driven by customer feedback and would love to hear from you. Also, reviews on Google Play are greatly appreciated.